Metropolismania 2

EVERYONE 10+

CONTENT RATED BY ESRB

NATSUME®

Serious Fun®

⚠ WARNING: PHOTOSENSITIVITY/EPILEPSY/SEIZURES

READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.

A very small percentage of individuals may experience epileptic seizures or blackouts when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or when playing video games may trigger epileptic seizures or blackouts in these individuals. These conditions may trigger previously undetected epileptic symptoms or seizures in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition or has had seizures of any kind, consult your physician before playing. IMMEDIATELY DISCONTINUE use and consult your physician before resuming gameplay if you or your child experience any of the following health problems or symptoms:

- dizziness
- altered vision
- eye or muscle twitches
- loss of awareness
- disorientation
- seizures
- any involuntary movement or convulsion

RESUME GAMEPLAY ONLY ON APPROVAL OF YOUR PHYSICIAN.

Use and handling of video games to reduce the likelihood of a seizure

- Use in a well-lit area and keep as far away as possible from the television screen.
- Avoid large screen televisions. Use the smallest television screen available.
- Avoid prolonged use of the PlayStation 2 system.
  Take a 15-minute break during each hour of play.
- Avoid playing when you are tired or need sleep.

Stop using the system immediately if you experience any of the following symptoms: lightheadedness, nausea, or a sensation similar to motion sickness; discomfort or pain in the eyes, ears, hands, arms, or any other part of the body. If the condition persists, consult a doctor.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation 2 system to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

HANDLING YOUR PLAYSTATION 2 FORMAT DISC:

- This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

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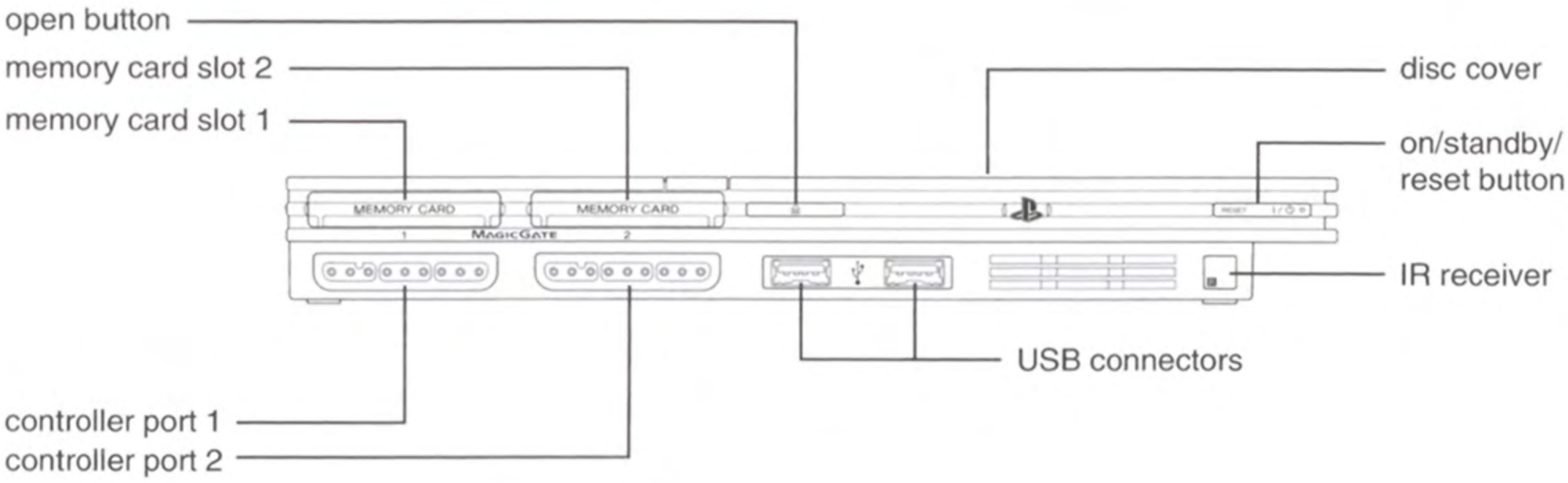
SYSTEM SETUP



Set up your PlayStation®2 computer entertainment system according to the instructions supplied with your system. Check that the system is turned on (the on/standby indicator is green). Press the OPEN button to open the disc cover. Place the Metropolismania 2 disc with the label side facing up in the disc holder, and then close the disc cover. Attach game controllers and other peripherals as appropriate. Follow the on-screen instructions and refer to this manual for information on using the software.

SAVING & LOADING A GAME

Rome wasn't built in a day and you'll want a Memory Card to save your hard-earned progress. A single save file on Metropolis Mania 2 requires 1,017KB of space on a 8MB Memory Card. Depending on the space that you have to spare, you can save over an existing file or create individual files for each city that you create. Select "NEW GAME" to create a new file. Choose "CONTINUE" to load.

GAME CONTROLS

DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS

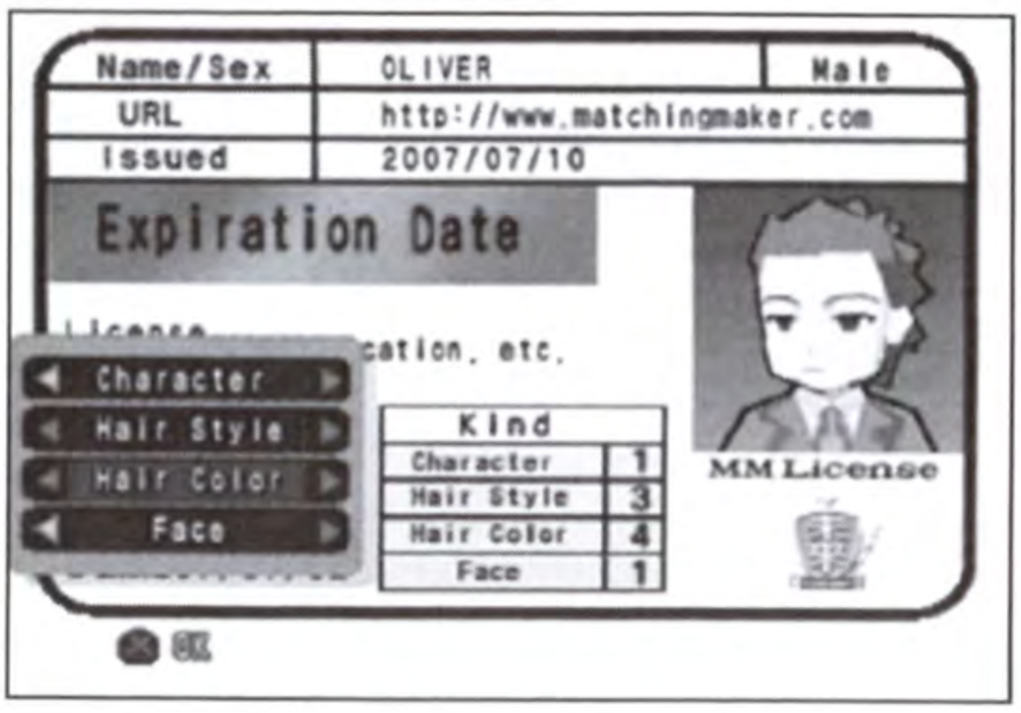
△ Button	Jump Exit menu screen
○ Button	Select and move items inside your house Answer phone calls
× Button	Enter a business or household Talk to a resident (or speed up the conversation text) Enter menu selection Place road or building zone
□ Button	Access your inventory menu Delete e-mail or discard Shopping Bag item Ignore phone call
L1 Button	Scroll quickly up Yellow Page listing Rotate a planned zone counterclockwise before placement
L2 Button	Not Used
R1 Button	Zoom the camera view out Scroll quickly down Yellow Page listing Rotate a planned zone clockwise before placement
R2 Button	Zoom the camera view in
Directional Buttons	Scroll through menus and Yellow Page Rotate camera view by 90 degrees
Left Analog Stick	Move character Scroll through menu contents
Right Analog Stick	Zoom camera view in/out and rotate
START Button	Access progress statistics and goals while pausing game
SELECT Button	Change the mini-map perspective

MEET THE BOSS!

The first time you start Metropolismania 2, you probably won't know your name or even what you look like, but you'll know who your boss is. That's the way it is for hardcore town builders like you. Follow his instructions closely and you'll earn his trust and possibly his friendship!

Rearrange Your Face

On your way out of the office the boss gives you a special MM (that stands for Metropolismania) license. You need to carry this document to build cities (especially when you're the only one wandering the streets at night). Go ahead and personalize the information about gender and hair color and style preferences. Great city builders should look urbane, you know?



CHARACTER CONTROL OPTIONS

If it wasn't for the phone call from the boss, you could hit the ground running--and that's important because you'll cover a lot of ground in this job. Check out the important details on these pages and you'll know all about calling the shots.

Call Waiting?

There's a phone call waiting for you. Because the boss is on the line and it's your first minute on the job, ignoring this call is a career-limiting move. He probably has some important suggestions, so go ahead and answer. In fact, it's a good idea to pick up ALL of your calls because you never know when you'll be hearing from someone new who is eager to move into your new town.

Tweaking Your Job Perspective

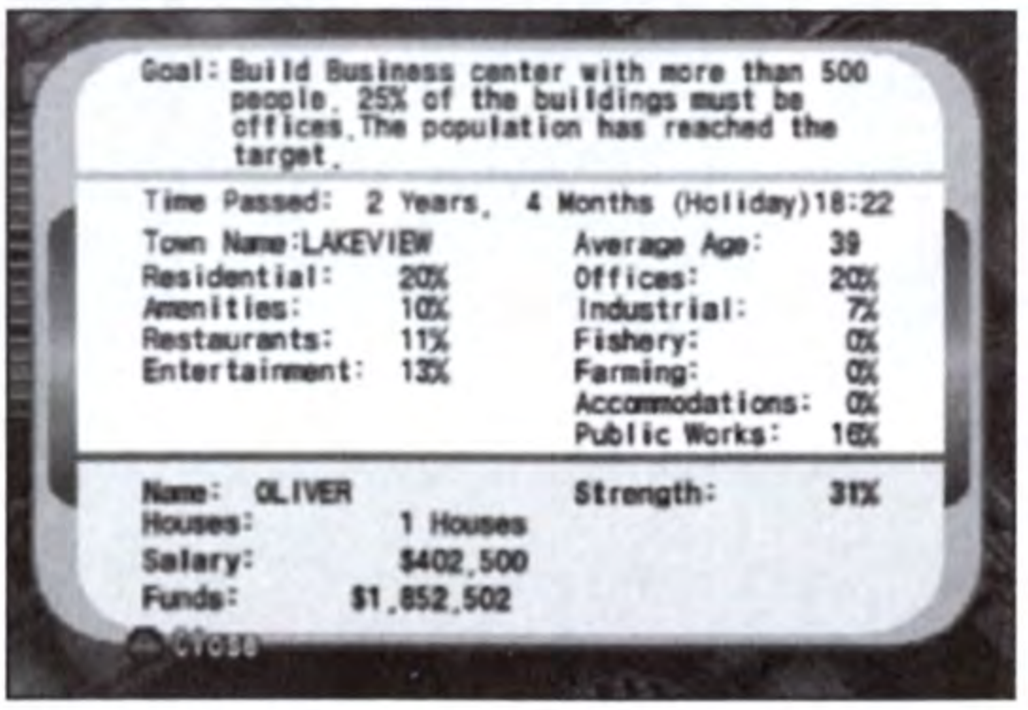
Pressing the R1 and R2 buttons on the top of your controller will scroll through the five preset viewing perspectives available in the game. You can use the analog sticks to customize by zooming in or spinning around your immediate surroundings.

Hop to It!

Being a town builder means jumping around to solve citizen concerns and urban issues. That's why you can jump over obstacles and even leap from standing water. If you use the Right Analog Stick to zoom way out, you can clear massive obstacles with a single bound. That's because town builders are superheroes, right? Not exactly. Put that cape away and keep reading.

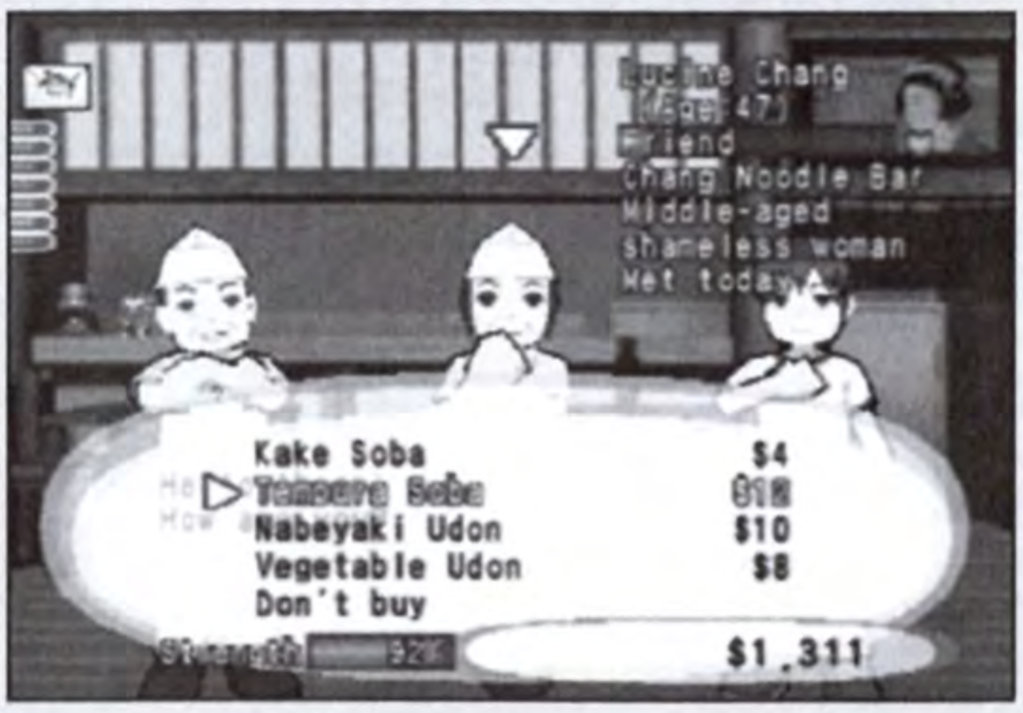
Your Vital Stats

So how well do you think that you're doing on the job so far, eh? You could wait and take your chances with a review from the boss, but the most immediate answer is a button-push away--the Start button to be exact. Push it to pause the game. Now you can review your goal and compare your accomplishments in the zone percentages. At the bottom of the screen is a breakdown of your strength, salary and city funds.



WHERE'S YOUR STRENGTH AT?

You work at your best and fastest when your strength percentage is up. The higher your strength, the faster you can run around and the higher you can jump over big obstacles. The game doesn't end if you run out of strength, but don't expect to accomplish much. You can replenish your strength at stores and restaurants. To eat your purchased food, go ahead and access your Shopping Bag.



KNOW THE BASICS

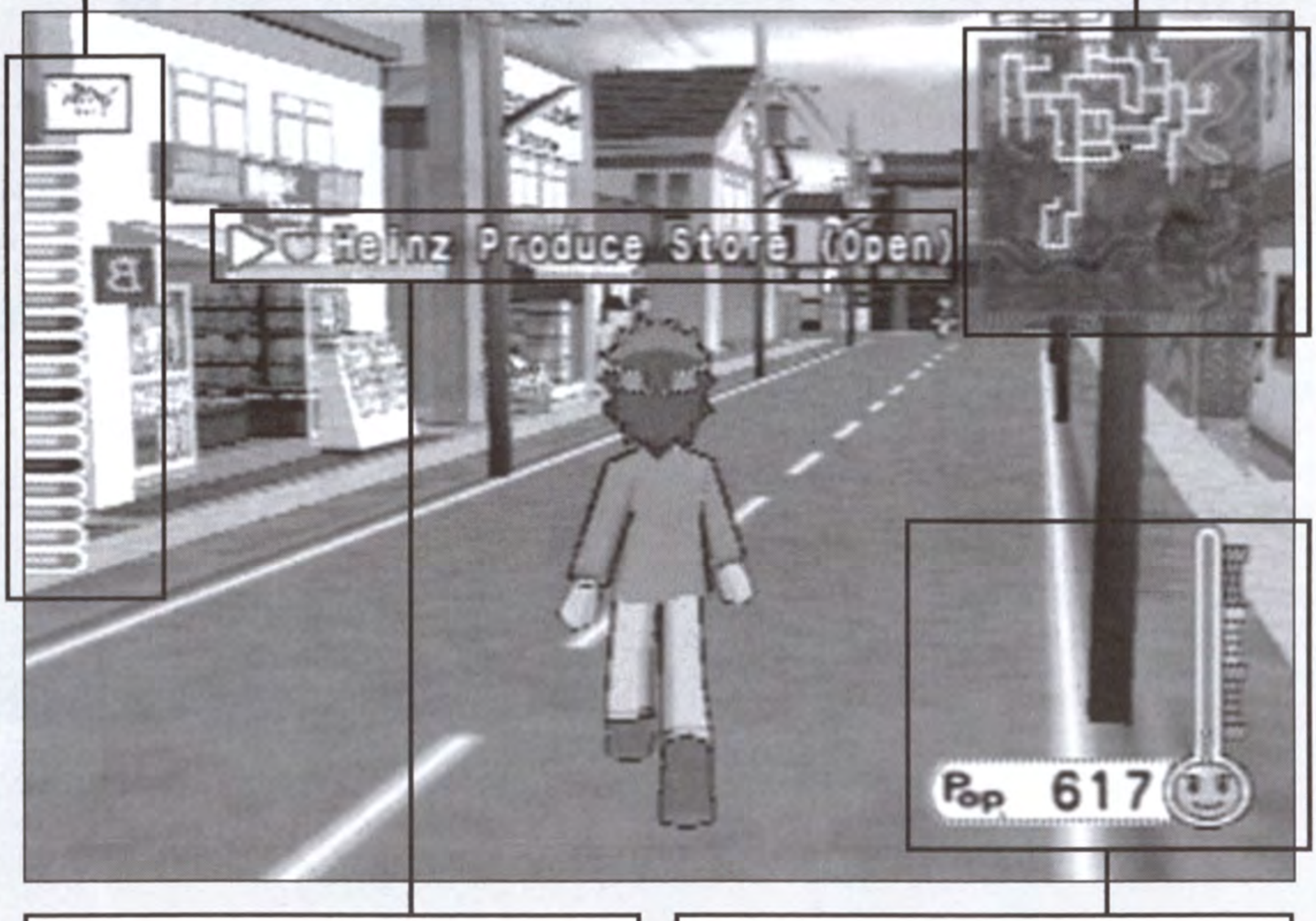
So… answer all phone calls, look around with the analog sticks, jump over obstacles and keep your strength up. Knowing that could be enough to make it through your first day, but if you want to keep your job, you need to understand what you're looking at:

E-Mail Chart

The popular town builders get all the e-mail, and it shows up here in the Offers List. Keep an eye on this list and you'll see an animation that tells you that you have new mail. Each e-mail color corresponds to the type of business or residence with an offer. If you have too much e-mail, the game tells you that your Offer List is full.

Overview Mini-Map

Getting around town is easy at first, but then things start growing and suddenly you're lost in your city! Find your way with this handy map. The blue arrow is you. Those red blips are complaints. If you don't solve those complaints, they turn into flashing red blobs. Use the Select Button to zoom in or refresh your Overview Map.



People & Places

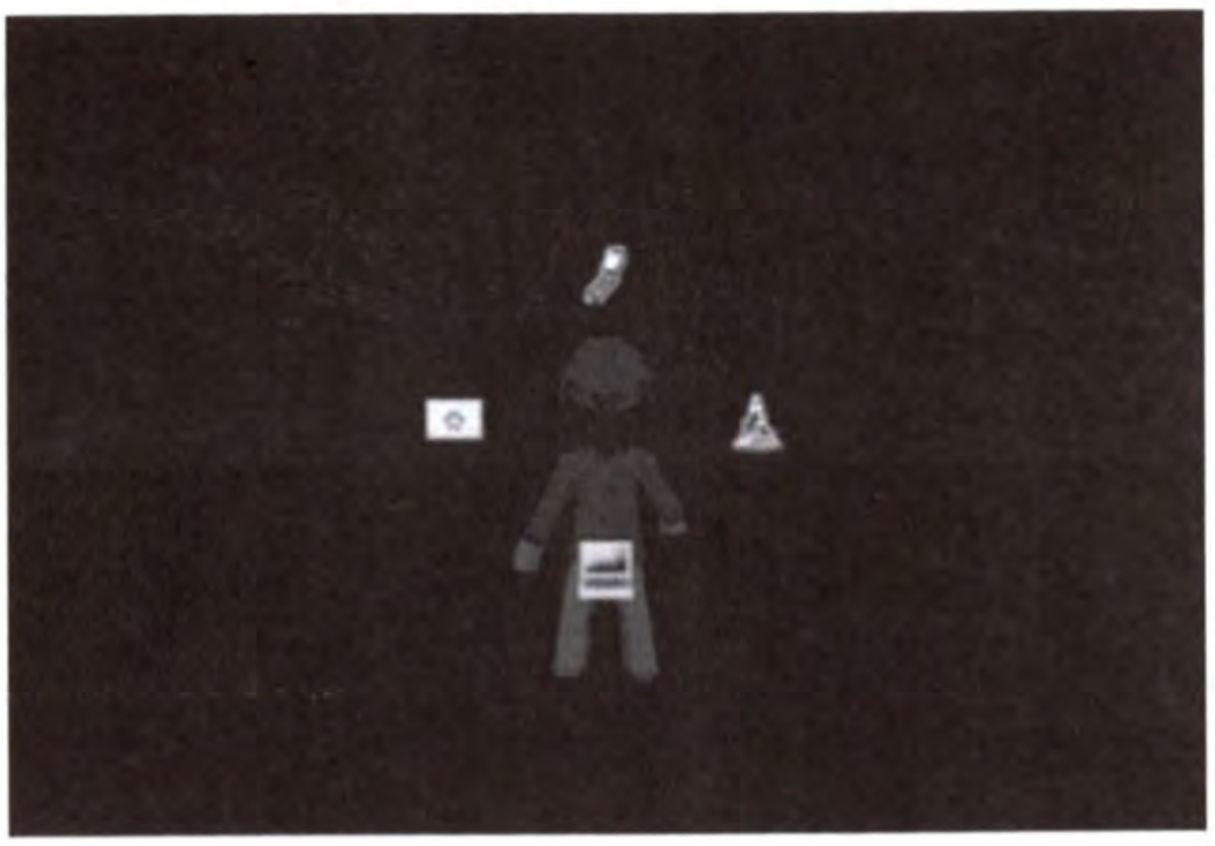
If you turn and face an occupied building, you'll see the name of the resident or business owner. Unless it's the middle of the night, you can talk to these folks. The heart icon indicates your friendship level with the building inhabitants. If you can stack residences, you'll use the Directional Buttons to seek out a specific person.

Population Meter

Down in the lower right corner is a number that indicates your population, or the total citizens living in town. That tall gauge next to the number isn't a thermometer--it's the complaint meter. Keep track of this gauge and try to keep it at record lows. If you don't, you'll see fewer e-mails from people wanting to move into town.

OFFICE EQUIPMENT

Now that you know what you need to do and where to find stuff, you'll need to understand how to use town-building tools. This isn't too complicated because being a city builder is easy to learn, but it can be tough to master. Check out these essential tools of your trade:

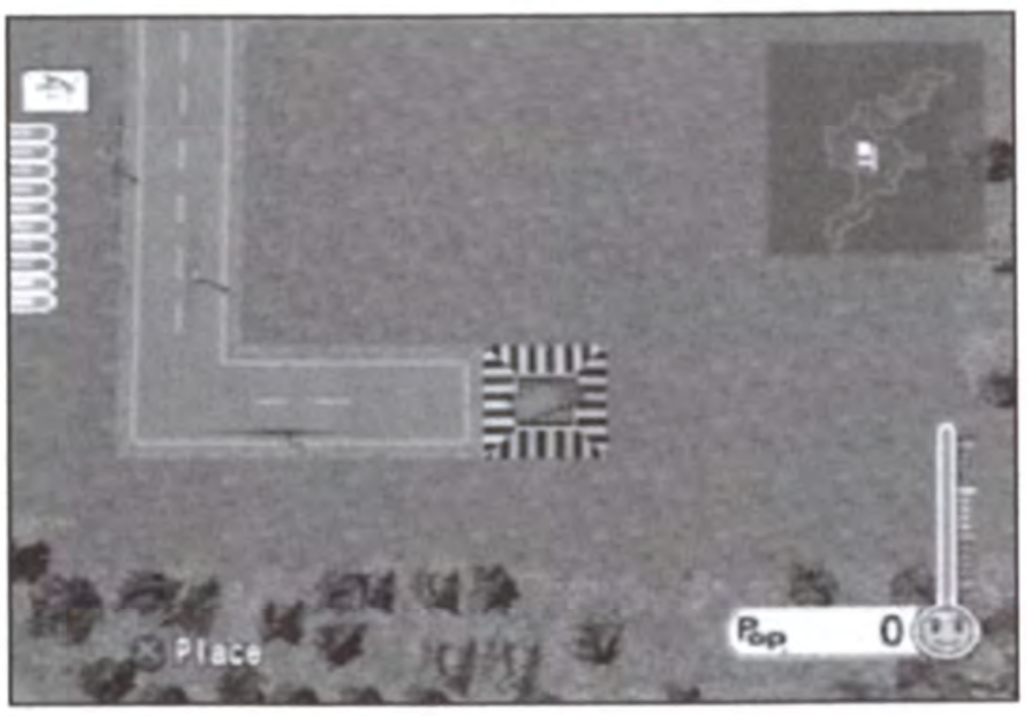


MOBILE PHONE

While at first you might think that your town-building gig is all hands-on work, you'll find that you're spending most of your working hours networking with people on your mobile phone. This is how your boss and others contact you, but you don't have to answer on the first ring.

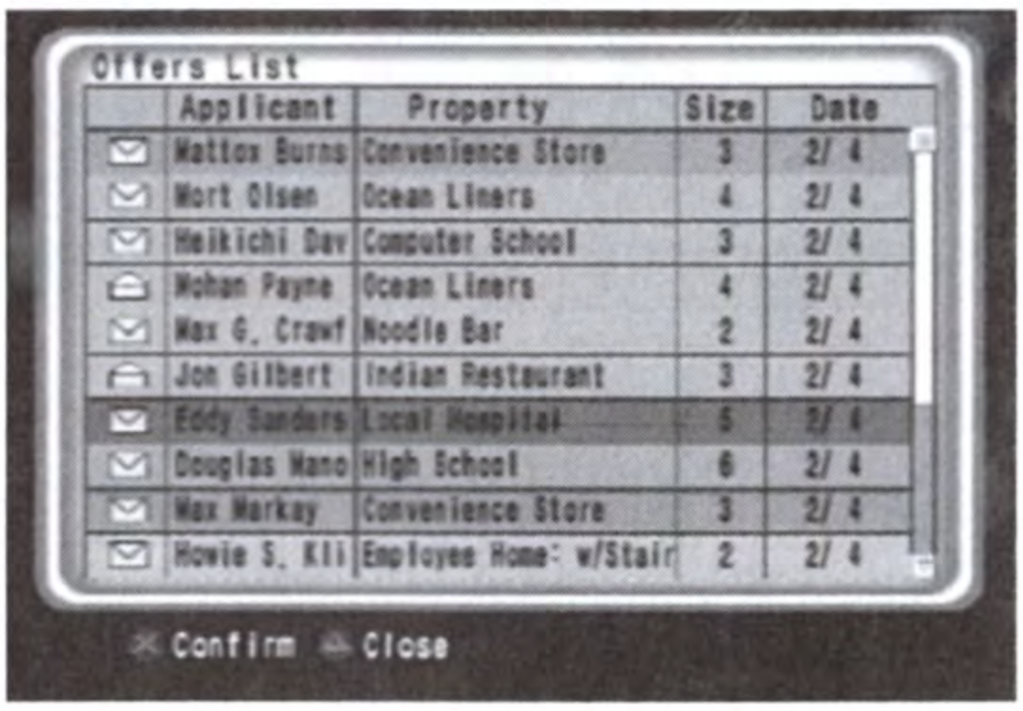
CONSTRUCTION CONE

Buildings need to be connected to a road or nobody will be thrilled with your handiwork. Lay down your construction cone in the places where you need to slap down asphalt and concrete. You can build roads almost anywhere (including over water) except on existing rooftops and such.



E-MAIL

If you need to check out offers or the building status for new town tenants, just glance at your e-mail. That's where you'll find the Offers List. As your town expands, you'll need to pay attention to building types and sizes-- and don't build factories next to residences.



SAVE OPTION

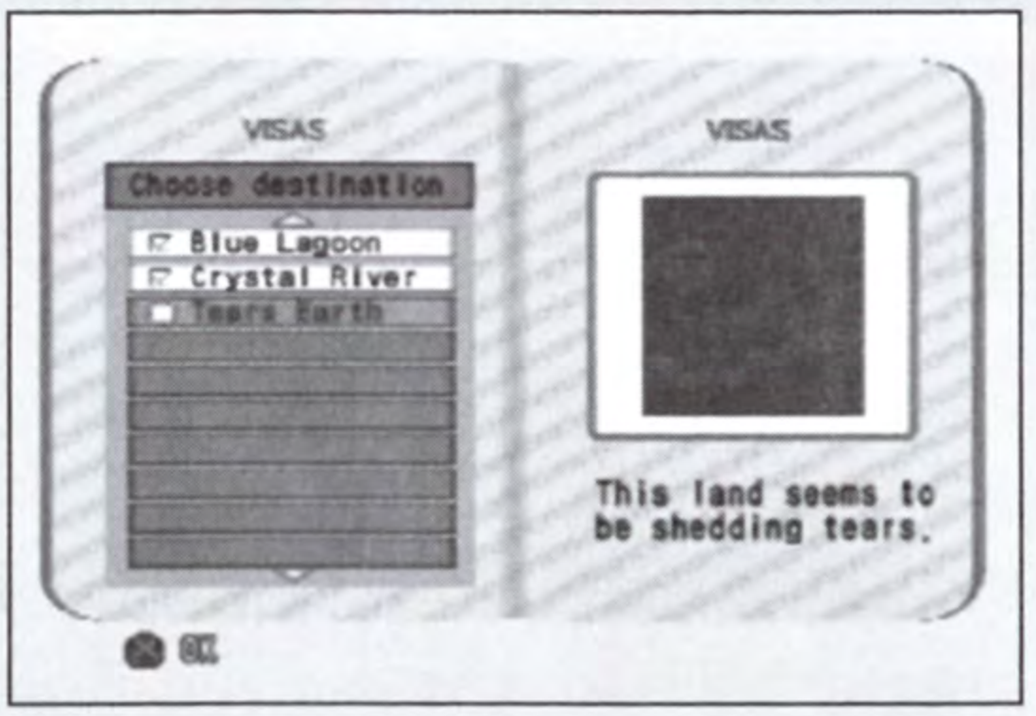
Sometimes a zoning experiment goes terribly wrong and your populace will leave your town in droves. That's why it's a good idea to save your progress often, especially before those growing complaints get out of hand. You can overwrite your progress or save to a separate slot.

YOU'RE FREE TO FLEE?

As you accomplish goals in your town, your boss will give you special tools like a Pass Level icon that allows you to move on to the next town. You can also purchase special items covered on the next page.

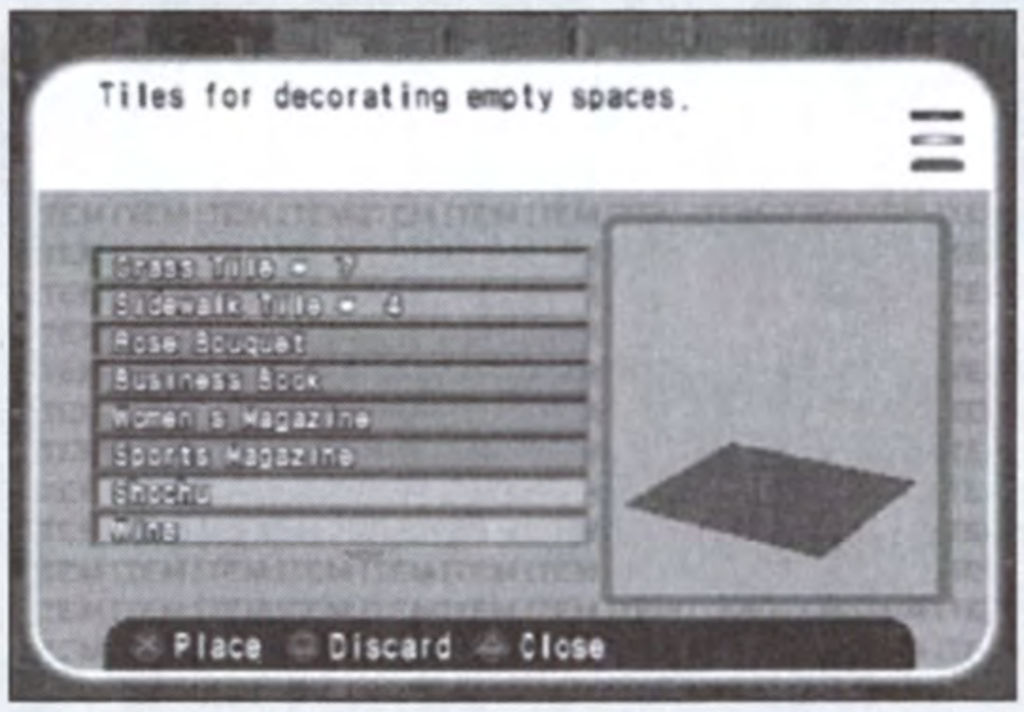
Pass Level

You get a special Pass Level icon when you complete all the goals in a town level. This pass allows you to fly out of town and into the next level. You don't have to use this item until you're good and ready to get out of Dodge (or whatever you named your town).



Shopping Bags

This is where your newly-purchased food (at least the stuff you didn't eat) ended up. At first the bag seems small, but if you keep playing you might find another store in some distant burg that carries larger bags. Use your Shopping Bag to tote around gifts, clothing, extra building tiles and other important stuff.



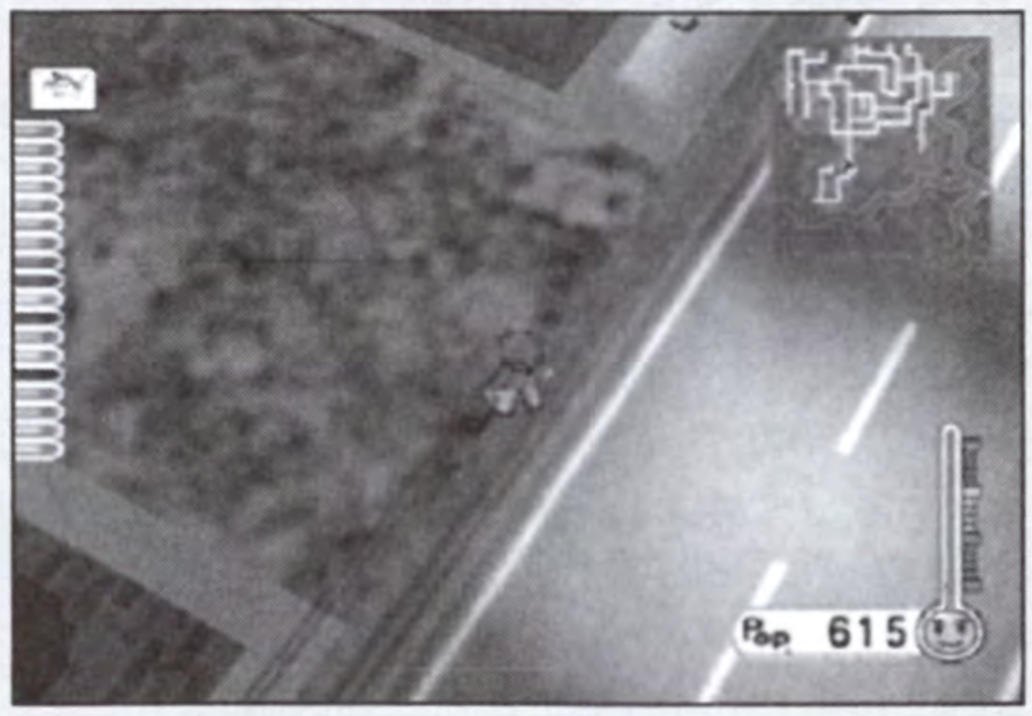
A Yellow Page

If there's something you need early in the game, it's the Yellow Page. It will hold a complete list of your friends and best friends--all of the residents, business-types and other citizens who helped you build your first town to glory. Use the Yellow Page to invite your old friends to your next big building project.

Citizens who rank as your "Friend" or "Best Friend" fill the columns on your Yellow Page phone list. The list is color-coded by business, so use the direction pad to toggle right and open up a business category. The larger the Yellow Page, the easier it is to populate towns.

Expulsion Order

It's not a pleasant or popular task, but sometimes you'll need to remove people from their favorite urban digs in the name of progress. You'll eventually earn the ability to use an Expulsion Order to vacate tenants, but it will cost 10% of your current funds and will negatively affect your popularity among the citizens.



BUILD A COMMUNITY

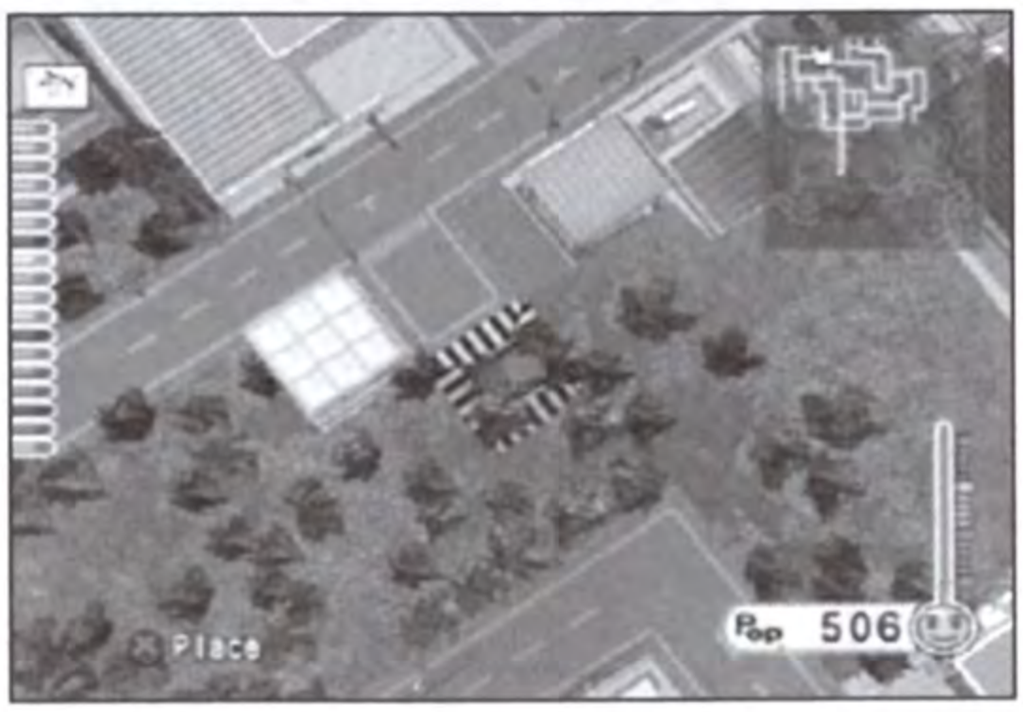
Want to know the biggest secret to being a successful town builder? You simply give the people what they want. Of course, the game will be a little easier if you can anticipate and build exactly what your citizens need before they can complain. That requires extra planning.

CONSTRUCTION

People need a place to work, eat, sleep, play and learn. You can minimize mumbles and curtail complaints if you put yourself in their roles and design a metropolis with convenient venues and accommodations. These steps show you how:

Building Roads

Always connect the front of buildings and homes to roads. If you start with a series of small grids, you'll have no problem giving citizens easy street access. As you receive e-mail offers for larger tenants like schools, factories, hospitals and service stations, you'll need to widen the space between the roads so you can accommodate these massive buildings. Unlike real life, you never have to worry about gridlock.

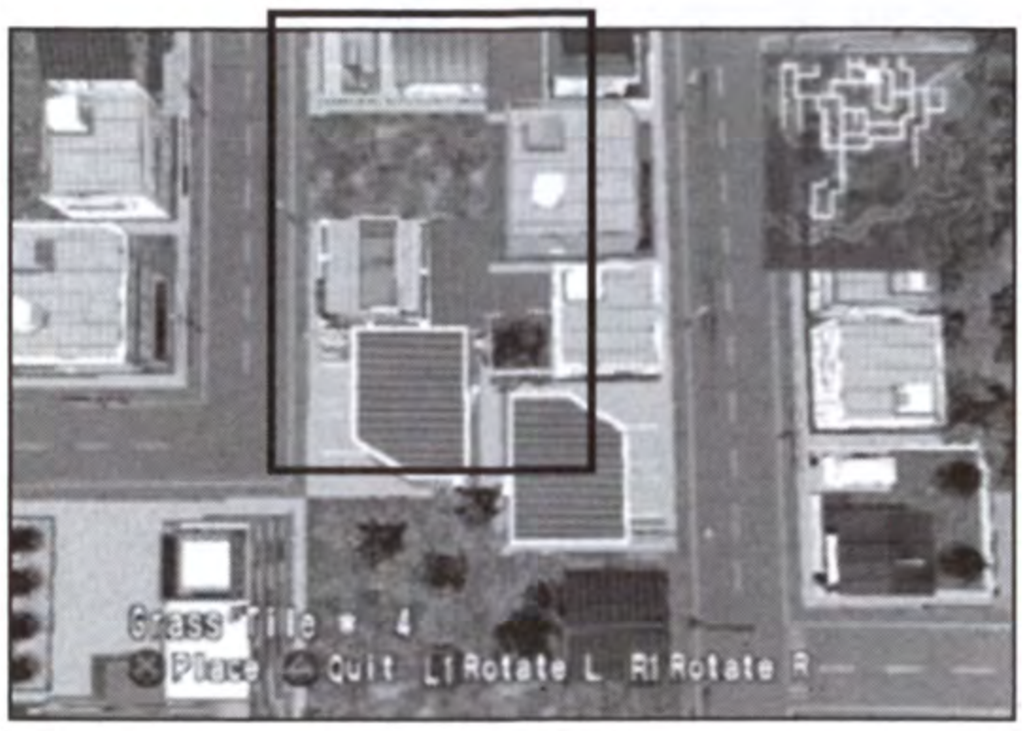


Placing Buildings

Access your office e-mail to check new tenant offers. Green subject lines are from people who want a home. Blue subject lines are from businessmen seeking office and factory space. Plan and rotate the building layouts so the arrows (that's the front) face a street. While your citizens will tolerate living next to a shop or quiet office building, they won't stay long if they're next to a loud and stinky factory

Filling in the Gaps

Eventually you'll talk to someone who will introduce you to a Tiling Shop. These merchants will sell you special tiles that you can use to fill in the small and irregular lots with grass, sidewalks and other decorations. Before you can tout a trove of tiles, you'll need to go shopping for a shopping bag that will hold all these nifty urban refinements.

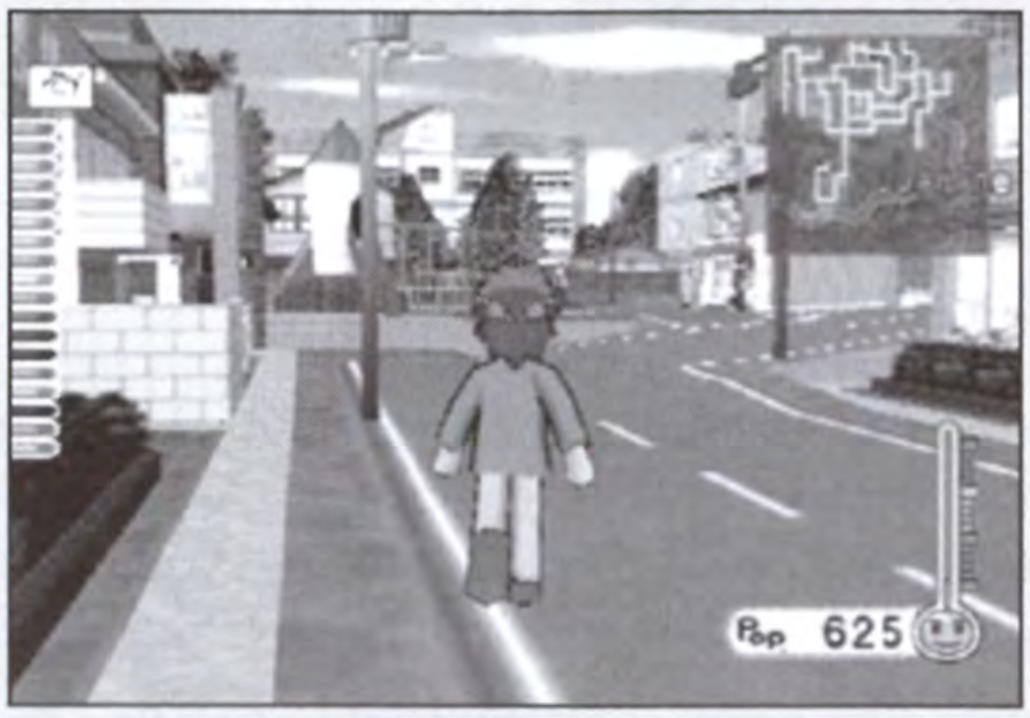


SUCCESSFUL BUILDING TIPS

Before you go to town, visualize what you want your future burg to look like. The best town builders use plenty of foresight in their planning. It can minimize citizen complaints and maximize new tenant introductions.

Effective Zoning

As you get better at building cities, you'll find that most complaints relate to those pesky zoning concerns, such as residents needing schools, entertainment or more space away from factories. Good planning solves these concerns.



You'll be pressed to find patient folks to live next to noisy machinery. That's why you must place your business and industry zones next to each other with access to gas stations and convenience stores. Your neighborhoods need services like grocers, police stations and hospitals.

Stack Houses and Businesses to Save Space

Urban sprawl happens, but eventually you'll master the ability to stack similar building types with each other--sometimes up to three different types! This building technique is important because you and your citizens won't have to walk as far to see friends or visit businesses. To talk to stack residents, use the directional buttons to scroll through the addresses.

HELP YOUR CITIZENS

Word-of-mouth can make or break the success of a new town. If you help your citizens, they'll brag to their friends about how great you are at being a town builder, and more people will want to move in. If you ignore the complainers, word will get out and people will stay away from your city.

TALK TO FOLKS!

If you're not zoning for new development, you better be talking to your citizens. You'll spend more time talking face-to-face with new citizens than you will with old friends on the phone, but it's a good idea to use both forms of communication.

Get Acquainted!

Being the best town builder depends on knowing the right people. That's why you must seek out new contacts daily. Keep in mind that shop owners know other types of shop owners, educators know other teachers, and gas station workers usually know all sorts of people who work in factories. As you make friends with people, their phone number appears in your Yellow Page and you can use their knowledge to find introductions that meet citizen demands. There are five levels of friendship in the game:

Stranger

▼

Know The Face

▼

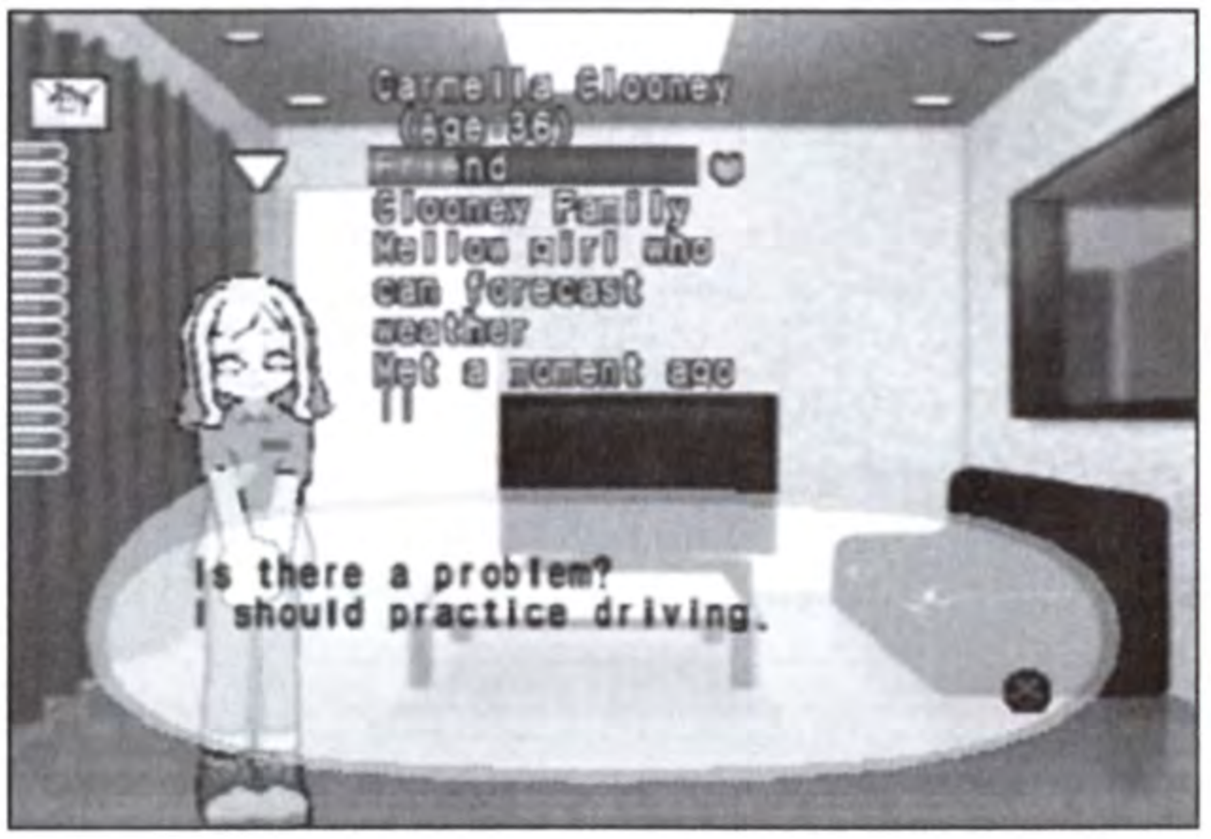
Acquaintance

▼

Friend

▼

Best Friend



Each time the red bar fills, you reach a new level of friendship with a citizen. Just remember that you won't make friends instantly--it takes a little bit of time, careful listening and sometimes a nice little gift.

Gossip Topics and Tactics

The more you know a certain person, the more you'll be able to talk to them. Sometimes sharing gossip will teach you about certain buzz topics like snowboarding or online shopping. After you learn these topics, you can try adding these important subjects into gossip with other citizens. If the person is interested in talking about a key topic, you'll earn their friendship faster. Try answering their riddles, too!

The Gifts that Keep on Winning

Somewhere out there you might find a woman who likes fresh sardines, but you'll find it easier to make friends by giving out nice presents, flowers or chocolate cake. It doesn't cost much to buy a few extra gifts, and the payoff for making fast friends can be great if you know what to give. Even if you guess wrong, each purchase from a vendor raises their friendship level, too.

BE A GREAT LISTENER

If you can't be a good listener, be a great reader. Pay attention to what people tell you so you know what they want to talk about and how to engage them. It's easier and faster to increase your friendship levels if you discuss the things that your citizens want to discuss. If a guy is athletic, he'll talk about jogging or working out at a gym. If a girl likes to play, ask her about snowboarding!

Cox Music Shop
Guy who likes to give advice.
First time today
Yes. I used to play soccer all the time. Recently, the number of soccer players competing on the world stage has been increasing.

BUILD SOLUTIONS

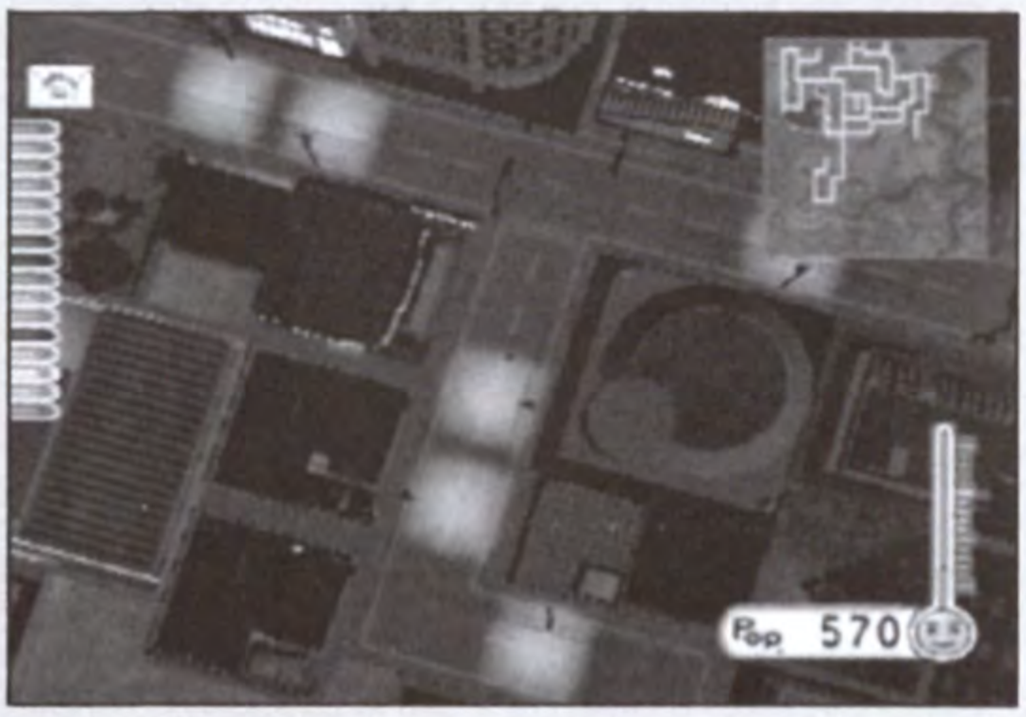
Those red marks on your mini-map indicate trouble spots. As you get closer you'll see a building flashing a color. The color hints at what the people inside might need (for example, a purple flashing building might need a police station). It's important to solve these problems before those flashing buildings glow bright, and those angry people inside refuse to help you until you solve their complaint.

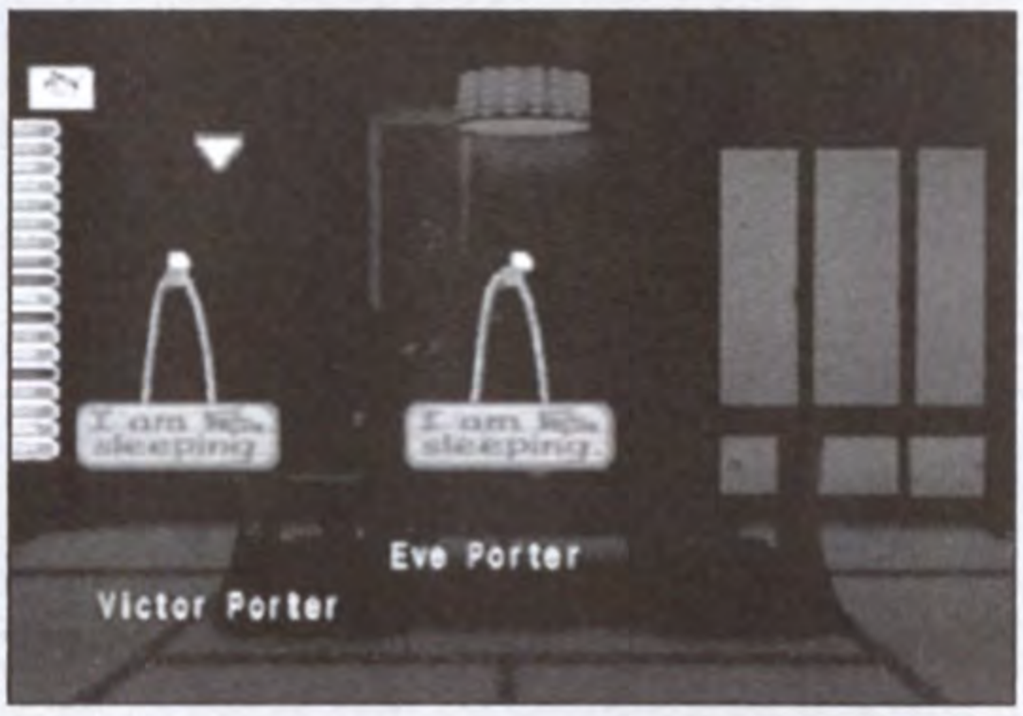
Offer Your Services

Don't ignore your angry citizens. Go inside and talk to them. One of them will tell you about their concern. If you agree to help solve a complaint, you'll need to find a contact who can "introduce" you to a new person who can solve your problem, like a teacher for a neighborhood that needs a new elementary school or junior high.

CLOSING TIME

You might enjoy working overtime, but your citizens need their shuteye. That's why it's important to pay attention to the time of day. Most businesses close at night and people go to sleep. Of course, nighttime is a great time to build because no one will interrupt you.





Discover New People Who Can Help You

After you get to know a few people, ask them to introduce you to others. If you can create a network of friends, you'll know more people who can potentially help you solve future or even existing complaints. You can choose the "Introduce Me" option to either discuss your list of complaints or simply meet someone new. Just remember that your Offer List must have some blank spaces for those new entries.

Check the Yellow Page

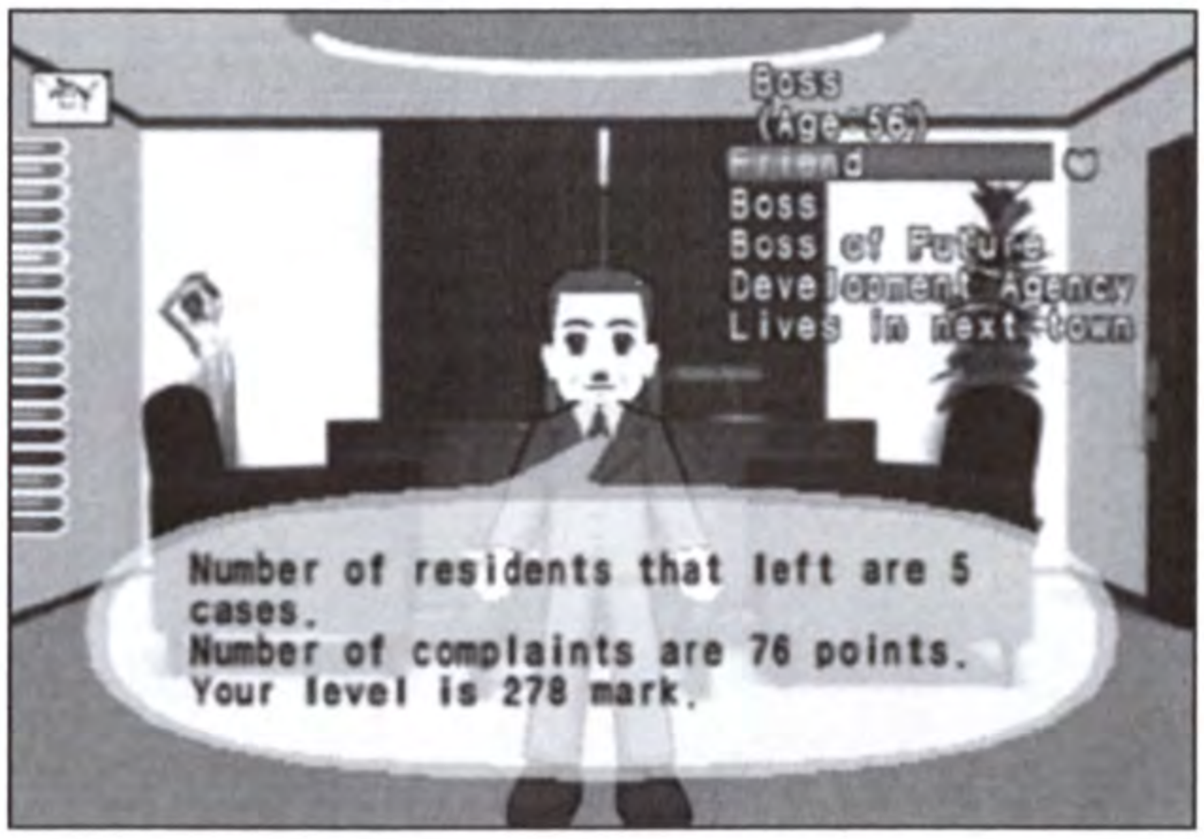
Making friends can help solve complaints, especially when you move along to a new town, so remember that the Yellow Page is a social tool box of sorts. Browse through your Yellow Page for the type of property that could solve a complaint and then call those people. Keep in mind that this works for people who are your friends and don't live in the town that you're working on (they won't have house icons next to their names).

"WE'RE OUTTA HERE!"

Remember those flashing red blobs on the Overview Map? No? Then you probably messed up your Overview Map perspective! (Press the Select Button to reset it.) Brown icons above the residents' heads indicate big complaints. Like real life, there are no easy solutions, but if you ignore folks, they'll pack up and leave. That might take care of your complainers, but it doesn't make your boss happy.

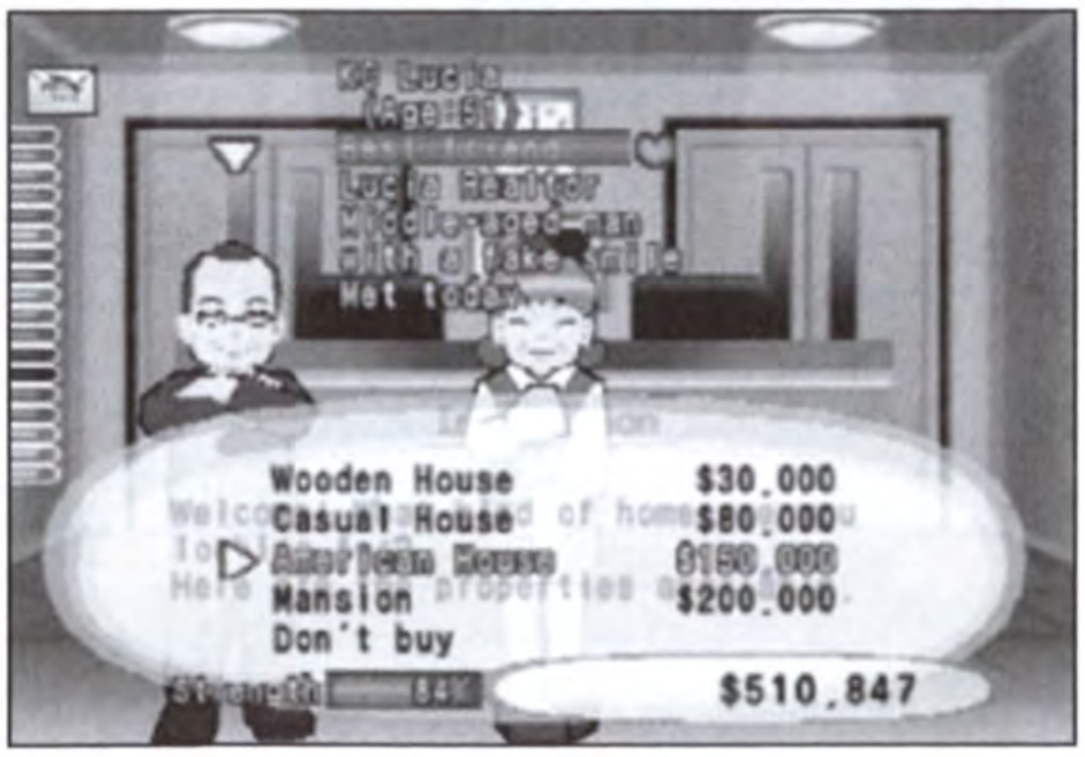
BUILD UPON SUCCESS

The secret to success in Metropolismania 2 isn't just about town goals. Your boss will review your ability to help new residents and solve complaints. If he gives you a good review, you'll have a larger salary and that adds up to more spending money when you move on to the next challenge.



Design Your Personal Space

Don't spend all of your working hours creating places for others--immerse yourself in your town by finding and furnishing your own digs, too! Use a salary bonus to purchase your own place from a local realtor, then decorate it with the nice stuff sold by the stores in your area. You don't have to feel tied down to one spot, either. When you have the extra cash, go ahead and splurge on multiple homes in different locations!



Build Relationships Before Moving On

You met your goals, so it's time to move on, right? Not exactly. You can make your town building projects easier to complete if you make friends with your current neighbors. You know you're doing well if you can stroll around and see full hearts among your neighbors. Adding these new friends to your Yellow Page listing will help you take on challenges at your next stop.

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